

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1 to 41 (canceled)

Claim 42 (new): A method of operating a gaming system, said method comprising:

- (a) receiving a value amount associated with a player, said value amount initially defining a value total;
- (b) for at least one interval, deducting a fee from the value total, wherein said fee is associated with a value, the at least one interval is independent of any plays of any games and the at least one interval is independent of any inputs from the player in association with any plays of any games;
- (c) if the value total is greater than zero:
  - (i) determining and displaying at least one value payout associated with at least one displayed outcome for at least one play of a game, wherein said determined value payout is based on any deducted fees, and
  - (ii) adding the determined value payout to the value total; and
- (d) repeating (b) to (c) at least once.

Claim 43 (new): The method of Claim 42, wherein for each interval, said fees deducted from the value total are equal.

Claim 44 (new): The method of Claim 42, wherein each interval is an equal interval of time.

Claim 45 (new): The method of Claim 42, which includes deducting a fee from the value total for each of a plurality of intervals.

Claim 46 (new): The method of Claim 45, which includes determining and displaying at least one value payout associated with at least one displayed outcome for at least one play of the game if the value total is greater than zero after the plurality of intervals, wherein said determined value payout is based on any deducted fees.

Claim 47 (new): The method of Claim 45, which includes pausing the plurality of intervals for a period of time, wherein during said period of time, no fees are deducted from the value total.

Claim 48 (new): A method of operating a gaming system, said method comprising:

(a) displaying to a player a graphical indicator of an amount of time the player is eligible to play a game;

(b) displaying to the player a decrease in said amount of time the player is eligible to play the game, wherein said displayed decrease is based on an amount of elapsed time;

(c) if the player inputs a value amount, displaying to the player an increase in said amount of time the player is eligible to play the game; and

(d) if the graphical indicator indicates that the player is eligible to play the game and a random determination occurs to trigger the game, determining and displaying a displayed outcome for said triggered game.

Claim 49 (new): The method of Claim 48, which includes displaying the amount of time the player is eligible to play the game as a group of bars.

Claim 50 (new): The method of Claim 48, which includes displaying a first amount of time the player is eligible to play the game a first color and displaying a second amount of time the player is eligible to play the game a second, different color.

Claim 51 (new): A gaming system comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

(a) receive a value amount associated with a player, said value amount initially defining a value total;

(b) for at least one interval, deduct a fee from the value total, wherein said fee is associated with a value, the at least one interval is independent of any plays of any games and the at least one interval is independent of any inputs from the player in association with any plays of any games;

(c) if the value total is greater than zero:

(i) determine and display at least one value payout associated with at least one displayed outcome for at least one play of a game, wherein said determined value payout is based on any deducted fees, and

(ii) add the determined value payout to the value total; and

(d) repeat (b) to (c) at least once.

Claim 52 (new): The gaming system of Claim 51, wherein for each interval, said fees deducted from the value total are equal.

Claim 53 (new): The gaming system of Claim 51, wherein each interval is an equal interval of time.

Claim 54 (new): The gaming system of Claim 51, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to deduct a fee from the value total for each of a plurality of intervals.

Claim 55 (new): The gaming system of Claim 54, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to determine and display at least one value payout associated with at least one displayed outcome for at least one play of the game if the value total is greater than zero after the plurality of intervals, wherein said determined value payout is based on any deducted fees.

Claim 56 (new): The gaming system of Claim 54, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to pause the plurality of intervals for a period of time, wherein during said period of time, no fees are deducted from the value total.

Claim 57 (new): A gaming system comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

(a) display to a player a graphical indicator of an amount of time the player is eligible to play a game;

(b) display to the player a decrease in said amount of time the player is eligible to play the game, wherein said displayed decrease is based on an amount of elapsed time;

(c) if the player inputs a value amount, display to the player an increase in said amount of time the player is eligible to play the game; and

(d) if the graphical indicator indicates that the player is eligible to play the game and a random determination occurs to trigger the game, determine and display a displayed outcome for said triggered game.

Claim 58 (new): The gaming system of Claim 57, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to display the amount of time the player is eligible to play the game as a group of bars.

Claim 59 (new): The gaming system of Claim 57, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to display a first amount of time the player is eligible to play the game a first color and display a second amount of time the player is eligible to play the game a second, different color.